ABSTRACT

A method for recording and playing back spatial sound data associated with an object in a scene of a virtual environment from the perspective of a character controlled by a user. Different types of spatial sound data can be encoded for different types of objects, e.g., fast moving, directional, slow moving and stationary objects. Based on at least the position, distance, and direction of the object in regard to the character, at least two channels of an audio file can be recorded with spatial sound data for subsequent playback in the virtual environment.

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